## **Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

## **Listing of Claims:**

Claims 1-8 (Cancelled)

- 9. (Currently Amended) A method for automatic recognition of available simulation configurations of integrated circuits under design comprising at least two components connected to one another, directly or indirectly, and for functional verification of said <u>integrated</u> circuits through a simulation test, <u>characterized in that it comprises comprising</u>:
  - [[-]]acquiring a simulation configuration by a first-server manager-(14), associated with a simulator, during the initialization of a simulator program, during which all constructors of HLL (C++) instances of components present in a current global simulation model are called,
  - [[-]]registering the presence of each of said <del>constructors by constructors by</del> transmitting parameters of each said constructors <del>(label, type, HDL path, etc.)</del> to the server manager, constructing an instance table of the components by said server manager-<del>(14)</del>,
  - [[-]]sending a request by a second-client manager-(1-1), to the server manager (14) to determine whether the components expected in a configuration by the client manager (11)-are present and determining their positions (indicated by the labels) and their types,
  - [[-]]sending a response by the server manager (14) to the client manager (11), after a consultation of the instance table of the components, said response containing the instances of the components present and/or an error notification in case of the absence of one or more expected components,
  - [[-]]storing the response in at least one configuration model storage table (12) by the client manager,

- [[-]]comparing the response by the client manager (11) with the requirements of the simulation test, and
- [[-]]disabling, activating and/or modifying certain parts of the simulation test by the client manager (1-1) in order to adapt the simulation test to the configuration, or the signaling of an error if the simulation test cannot be adapted to the configuration.
- 10. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 9, comprising generating the <u>available</u> simulation configurations from configuration generation data (MGHLL, MGHDL) prior to the utilization of the method.
- 11. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 10, wherein the generation of the <u>available</u> simulation configurations is controlled by an operator.
- 12. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 10, wherein the generation of the <u>available</u> simulation configurations is controlled by an automatic configuration generator—(17).
- 13. (Currently Amended) A method for the automatic recognition of <u>available simulation</u> configurations according to claim 9, <u>characterized in that wherein</u> the step for sending a request is followed by a step for the translation of said request, by a program interface (API CONF), into a language understandable by the <u>first server manager (14)</u>, and in that the step for sending a response is followed by a step for the translation of said response, by the program interface (API CONF), into a language understandable by the second-client manager (11).
- 14. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 10, <u>characterized in that wherein</u> the step for sending a request is followed by a step for the translation of said request, by a program interface (API-CONF), into a language understandable by the first server manager (14),

and in that the step for sending a response is followed by a step for the translation of said response, by the program interface (API-CONF), into a language understandable by the second-client manager (11).

- 15. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 11, <u>characterized in that wherein</u> the step for sending a request is followed by a step for the translation of said request, by a program interface (API CONF), into a language understandable by the first server manager (14), and in that the step for sending a response is followed by a step for the translation of said response, by the program interface (API CONF), into a language understandable by the second-client manager (11).
- 16. (New) A method for the automatic recognition of <u>available simulation</u> configurations according to claim 12, <u>characterized in that-wherein</u> the step for sending a request is followed by a step for the translation of said request, by a program interface (API CONF), into a language understandable by the <u>first-server manager-(14)</u>, and in that the step for sending a response is followed by a step for the translation of said response, by the program interface-(API CONF), into a language understandable by the second client manager-(11).
- 17. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 9, <u>characterized in that it wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11)</u> being located in the server (10) of the <u>client-server architecture</u> and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.
- 18. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 10, <u>characterized in that it wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11)</u> being located in the server (10) of the <u>client-server client-server</u> architecture and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.

- 19. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 11, <u>characterized in that it-wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11) being</u> located in the server (10) of the <u>client-server client-server</u> architecture and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.
- 20. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 12, <u>characterized in that it-wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11)</u> being located in the server (10) of the <u>client-server client-server</u> architecture and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.
- 21. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 13, <u>characterized in that it-wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11) being</u> located in the server (10) of the <u>client-server client-server</u> architecture and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.
- 22. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 14, <u>characterized in that it-wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11)</u> being located in the server (10) of the <u>client-server client-server</u> architecture and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.
- 23. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 15, <u>characterized in that it-wherein the</u> <u>method</u> operates in a client-server (13, 10) architecture, the <u>first-client manager (11)</u> being located in the server (10) of the <u>client-server client-server</u> architecture and the <u>second</u> server manager (14) is located in the client (13) of the client-server architecture.
- 24. (Currently Amended) A method for the automatic recognition of <u>available</u> <u>simulation</u> configurations according to claim 16, <u>characterized in that it-wherein the</u>

method operates in a client-server (13, 10) architecture, the first-client manager (11) being located in the server (10) of the elient-server client-server architecture and the second server manager (14) is located in the client (13) of the client-server architecture.

- 25. (Currently Amended) A system for automatic recognition of available simulation configurations of integrated circuits under design comprising a first server manager (14) having means for formulating and/or analyzing a message, means for filling and consulting at least one instance table of components (15) present in each configuration, a second client manager (11) having means for formulating a message and/or a request, means for analyzing the message, storage means and means for filling and consulting at least one storage table for storing configuration models (12) in the storage means.
- 26. (Currently Amended) A system to automatically test recognition of configurations according to claim 17, characterized in that wherein the second manager (11)-includes means for disabling, activating and/or modifying certain parts of the test in order to adapt the test based on the response.